ABSTRACT

Apparatuses and methods to test whether a multi-user system will provide satisfactory performance are described. Response times are logged for each individual user, and the measurements are aggregated together in a single file at the end of the test. For each action type, a graph is built that correlates the distribution of the response times as a function of the user load. A break point is determined for each action type at which a response time exceeds a predetermined threshold. By analyzing the different break points, the number of users that can be supported by the multi-user computer system is determined. Additionally, an optimal amount of memory may be determined to support a user load. The amount of memory required per user is computed based on the user load at the projected point where a line that is determined from page output peaks intersects the page input line.